

1

FIRST GRADE LEARNING TARGETS

BY THE END OF THE GRADE LEVEL, STUDENTS CAN:



LITERACY



- ✓ Match letters to sounds when reading.
- ✓ Read simple stories.
- ✓ Write uppercase and lowercase letters.
- ✓ Match sounds to letters when writing.
- ✓ Listen to a text and respond to questions.
- ✓ Learn and use new vocabulary.
- ✓ Write to tell a story, to give information, or to give an opinion using grade-appropriate conventions.
- ✓ Describe the major characters in a text.
- ✓ Retell stories.
- ✓ Identify the main topic and key details of a text.

MATH



- ✓ Add and subtract numbers within 10 fluently.
- ✓ Use the rules of addition and subtraction {e.g., Commutative Property $5 + 2 = 2 + 5$; Associative Property $(2 + 6) + 4 = 2 + (6 + 4)$ } to solve word problems that involve adding or subtracting numbers up to 20.
- ✓ Count to 120 by ones, fives, and tens starting at any number.

- ✓ Understand that different digits in two-digit numbers represent tens and ones (e.g., $36 = 3 \text{ tens} + 6 \text{ ones}$).
- ✓ Compare two-digit numbers using the symbols $>$ (more than), $=$ (equal to), and $<$ (less than).
- ✓ Add and subtract numbers within 20 using objects and other strategies.
- ✓ Measure the lengths of objects using a shorter object as a unit of length.
- ✓ Tell time to the hour and half hour using an analog clock. Read hours and minutes using a digital clock.
- ✓ Organize objects into categories and compare the number of objects in different categories.
- ✓ Divide circles and rectangles into two and four equal-sized parts and use the words halves, fourths, and quarters.

SCIENCE



- ✓ Describe patterns that can be observed in the day and night sky.
- ✓ Explain how animals use their body parts and senses to meet their needs.
- ✓ Make observations to describe how young plants and young animals look alike, but not exactly like their parents.
- ✓ Explore how light and sound move through different materials.
- ✓ Figure out how an object can help solve a problem and explain possible solutions.

SOCIAL STUDIES



- ✓ Talk about the purposes of a government.
- ✓ Demonstrate ways of being a good citizen in multiple settings.
- ✓ Explain why rules, laws, and consequences are needed.
- ✓ Recognize that markets exist when buyers and sellers exchange goods and services.
- ✓ Explain how people help and hurt the environment (e.g., litter, recycling).
- ✓ Explain how Arkansans use Arkansas's natural resources to contribute to the community and economy.
- ✓ Discuss why people save money and places they use to save money.
- ✓ Identify 5 goods and services that are traded among countries and explain why they are traded.
- ✓ Show relationships between familiar places using map keys, legends, compass rose, and directional words.
- ✓ Discuss how people, goods, services, and ideas to move from place to place.
- ✓ Retell stories of historical events, American legends, and people who played a role in history

